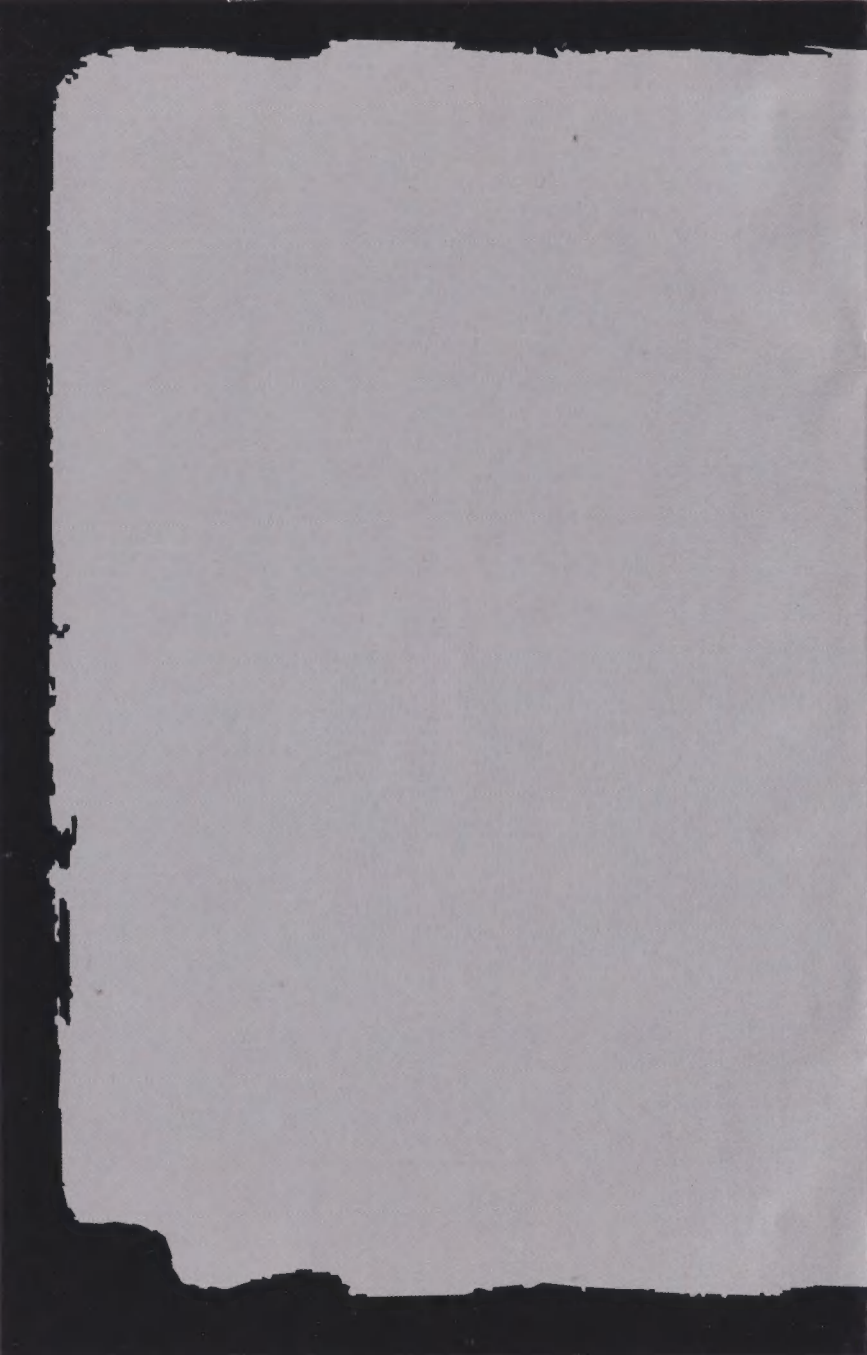




**BE THE ZOMBIE.<sup>TM</sup>**



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# GAME CONTROLS

---

## MOVEMENT:

FORWARD	W
BACKWARD	S
RIGHT	D
LEFT	A
JUMP	SPACEBAR
CROUCH	C

## ACTIONS:

SWIPE ATTACK	LEFT MOUSE BUTTON, Q, SPACE
BRAIN EAT	E
UNHOLY FLATULENCE	F
GUT GRENADE	RIGHT MOUSE BUTTON, X
HAND	H
HEAD	G
USE/ACTIVATE	E
CENTER CAMERA	MIDDLE MOUSE BUTTON, Z
ZOOM VIEW (WITH POSSESSED: ARMY SNIPERS OR MILITIA RIFLE MAN)	MIDDLE MOUSE BUTTON, Z

## VEHICLE:

ENTER/EXIT	E
FIRE PRIMARY	LEFT MOUSE BUTTON, Q, SPACE
FIRE SECONDARY	RIGHT MOUSE BUTTON, X (TANK ONLY)

## MENU:

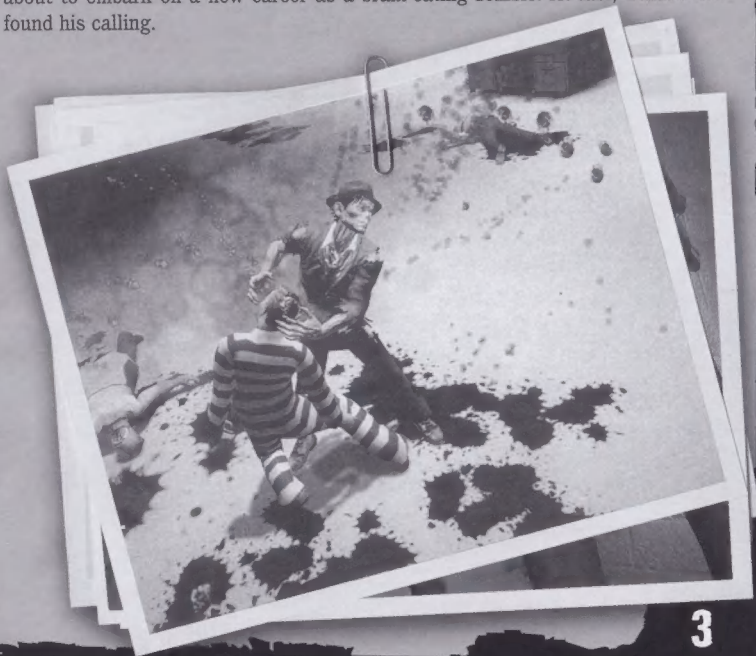
CONFIRM	ENTER
CANCEL	ESC

# THE STORY SO FAR...

In 1933, Edward "Stubbs" Stubblefield was just another traveling salesman trying to eke out a living. Only one thing stood between him and success: an unbroken streak of bad luck dating back to his birth. Stubbs couldn't sell ice cream in the Sahara – and he sure couldn't sell life insurance during the darkest days of the Great Depression. Speaking of depression, Stubbs' miserable life came to its logical conclusion one hot summer night when a prospective customer unloaded a shotgun into Stubbs' belly and buried him in an unmarked grave in the remote Pennsylvania countryside.

Now it's 1959 and that same countryside is covered by the steel and plastic wonderland that is Punchbowl, Pennsylvania. Punchbowl is the brainchild of billionaire playboy industrialist Andrew Monday, whose rise from poor orphan to World's Richest Man has captivated the globe. Using experimental technology developed by an army of scientists and engineers, Monday has created a fully-functional City of the Future, complete with hovering cars and robot labor. The gates of Punchbowl have been thrown open as Andrew Monday invites the world to see his vision of the future.

At the same time, something stirs beneath Punchbowl...an ex-traveling salesman about to embark on a new career as a brain-eating zombie. At last, Stubbs has found his calling.



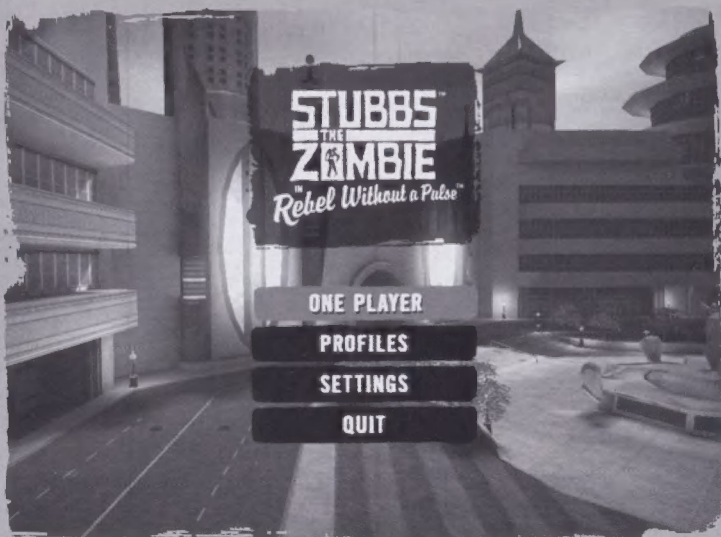
# GETTING STARTED

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## SETTING UP THE GAME/INSTALLATION

1. Insert *Stubbs the Zombie* DVD into your DVD-ROM drive.
2. Select Install from the window that pops up. If the window does not appear, you can bring it up by going to My Computer and double clicking the Stubbs DVD icon.
3. Follow the step-by-step instructions. The installer will install the game to your machine in the location you request.
4. To play the game, double click the shortcut that has been placed on your desktop or select the Stubbs icon that appears in your in your start menu.





## MAIN MENU

**One Player** – This option allows you to start or continue a single player game.

**Profiles** – Edit your profile.

**Settings** – In this menu you can edit or delete profiles and change your game settings.

**Quit** – This option allows you to quit the game and return to your desktop.

## AN IMPORTANT NOTE REGARDING GRAPHICS AND HAVING THE BEST POSSIBLE EXPERIENCE:

Stubbs the Zombie uses many rendering techniques for special effects to offer a great game playing experience. The game was largely developed and tested on NVIDIA® GeForce™ FX, 6 Series and 7 Series graphics cards and the intended experience can be more fully realized on NVIDIA GeForce 7 Series graphics hardware. On a GeForce 6800 or better you will be able to turn on all of the NVIDIA special effect features at higher resolutions in the game.

# PLAYING THE GAME

Stubbs begins his new life in the heart of Punchbowl, Pennsylvania. He doesn't know where he is. He doesn't remember who killed him, or why. Only one thing is certain: Stubbs is a changed man, with new abilities... and appetites. As he roams the streets of Punchbowl, searching for answers and brains, Stubbs can do many things mere mortals cannot.

**ZOMBIE STRENGTH:** For a man buried in soft peat for almost thirty years, Stubbs has remarkable muscle tone. As you progress through the game, you will find that Stubbs' brute strength can allow access to areas that might otherwise be closed to you. Simply walk up to a door, window, or other barrier; if Stubbs can smash through it, an indicator will appear onscreen.



Your zombie strength also allows you to tear an arm off an enemy and use it like a baseball bat. This strength can only be used on people with helmets, after you have worn them down, or from behind on someone you've stunned with unholy flatulence. Approach the enemy and press the "E" key to tear his arm off.

**ZOMBIE SPRINT:** Rigor mortis set in long ago, so Stubbs usually moves at an easy, shambling pace. Run in one direction long enough, though, and he'll break into a zombie sprint. It's no four-minute mile, but it's faster than walking.

**THE HAND:** Stubbs can detach his left hand, throw it, and move it as a wholly independent character. The hand is fast, maneuverable, and expendable; if it is lost or destroyed, Stubbs can grow a new one. The arm is extremely fragile and vulnerable to attack, so stealth is required to use it successfully. Also, while controlling the hand you have no control of Stubbs, so it's important to hide in some out-of-the-way corner before sending the hand out into the world. Apart from the cheap thrill of self-amputation, and the possibilities for exploration, you can also use it to possess other characters in the game.





**POSSESSION:** If you can sneak the hand up on another person and clamp it onto the back of his or her skull, you will possess that person - giving you access to their weapons and other abilities. Because possessed characters are not always recognized as such by their friends, they are perfect for launching sneak attacks. A posse of angry militiamen hunting for Stubbs can disappear in an instant if Stubbs uses the Hand to possess one of them and turn his weapon on his friends.



**GUT GRENADE:** Appendages aren't the only body part Stubbs can regenerate. With enough brain juice, Stubbs can also regrow his internal organs, which are remarkably explosive. The gut grenade explodes after a few seconds, or can be remotely detonated by pulling the trigger a second time. The grenade sticks to enemies on impact.



**UNHOLY FLATULENCE:** With a diet consisting entirely of human brains, it's not surprising that Stubbs will occasionally need to let one fly. Apart from peeling paint off walls and sterilizing farm animals, it will leave others caught in its area of effect incapacitated as they gasp for breath. The flatulence attack will also cause some damage to enemies close to Stubbs.



**SPUTUM HEAD:** Stubbs can pull his head off his body and roll it like a bowling ball. It is less than perfectly spherical, so controlling it requires care and effort. Why risk losing your head at all? Because it can knock people down, and spit deadly zombie sputum at people while rolling past them, infecting them and turning them into zombies. At the end of the head's timed run, it explodes with a stronger effect than the gut grenade. The head can also be detonated remotely before the end of its run by pressing the "X" key a second time.

# PLAYING THE GAME, CONTINUED

## AN APPETITE FOR DESTRUCTION:

Being a zombie, Stubbs has a strict dietary regimen: brains, and lots of 'em. Many of Stubbs' other abilities – the hand, the head, unholy flatulence and gut grenades – are dependent on Stubbs getting his recommended daily allowance of delicious brain juice. Generally speaking, civilians are weak; Stubbs can run right up to them and press the "E" key to eat their brains. Other characters may put up more of a fight; Stubbs will first



have to pummel them into submission before he can nibble on their noggins. When they start swaying and groaning, it's time to strike. If you don't want to go to all that trouble, it's often possible to sneak up behind a victim while they're distracted and press the "E" key for a one-button Stealth Brain Gobble. It's also possible to jump up above your prey (using your Zombie Strength) and press the "E" key on the way down to perform an Airborne Brain Eat.

**ZOMBIFICATION:** Eating brains isn't just a quick route to a cheap meal. When you kill your opponents (whether by eating their brains, blasting them with toxic flatulence and sputum or simply beating them to death), they rise again as fellow zombies. They're not quite as smart or charming as Stubbs, but they have the same primal hunger for human brains, so you do have something in common. Because each converted human is one fewer enemy and one more ally, building and maintaining a zombie horde is crucial to beating the game's biggest encounters. One zombie may not be enough to stop certain enemies, but twenty zombies will definitely make a dent. Zombies also make excellent meat shields, providing moving cover for Stubbs and allowing him to close the gap on large groups of armed enemies. If your zombie horde is big enough, anything is possible.

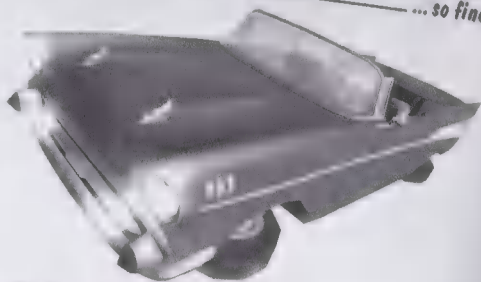
**ZOMBIE GUIDANCE:** Although the zombies you create will attack other humans when possible and generally attempt to follow Stubbs, there are times when you will want to give them some guidance. If you'd like to call a group of zombies over to you, stand still while looking at them and press the "E" key. Conversely, if a zombie is in your way, walk up to him and press the "E" key to shove him in the direction Stubbs is facing. Please note that some zombies may not respond when Stubbs whistles; remember we're talking about the mindless undead here.

# MOTOR SKILLS

Stubbs never got his driver's license, but he doesn't let that stop him. Stubbs has a natural affinity for cars, trucks and motorized vehicles of just about any stripe. Approach any vehicle; if you can drive it, an icon will appear over that vehicle. Press the "E" key to enter that vehicle and start the engine. You can press the "E" key again to exit the vehicle. Don't forget that possessed humans can also drive vehicles.

## MONDAY INDUSTRIES HOVERCARS

... so fine in '59!



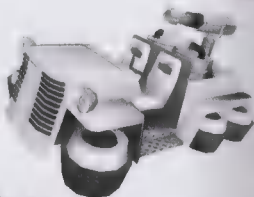
### Why drive when you can fly?

Introducing the 1959 Monday Industries Hovercar. The car that makes existing wheel-based vehicles look like little red wagons. The ultimate in modularity, the hovercar can be repurposed for general, public service or even industrial use!

Our standard model is a stylish convertible built around the stock Monday Industries V-64 Hoverengine. It comes complete with power steering, power windows, air conditioning, and AM radio - the perfect car for commuting, shopping or just taking a trip.



**The Law Enforcement Edition of the Hovercar** has all the features of the 1959 Monday Industries consumer model plus a turbocharger for hot pursuits, an innovative shock absorber system, and the Monday Industries Catalytic Inverter for running on Monday Industries Extra-Leaded Gasoline - the highest-performing auto fuel in the world.



**The Sod-O-Mobile** is designed for use in ultra-modern agriculture. Now you can fertilize an entire farm without leaving unsightly tire tracks in the earth! An optional Aggro-Gro Fertilizer Gel at high velocity and incredible range.

# MOTOR SKILLS, CONTINUED

**ARMY JEEP:** While the basic army jeep isn't a technological marvel, it's sturdy, reliable, and carries soldiers in style with a minimum of potential motion sickness.



**PERSHING TANK:** The classic wanton-destruction-grade army tank. Is there anything it can't blow up or crush?



**IMPALA:** The Quaker State Irregulars modified this tractor with a set of hastily mounted, yet effective pitchforks on the front end. It fertilizes the earth with the blood of their enemies – or, if there are no enemies around, the blood of anyone who happens to get in its way.



# HUD



The information in the HUD will tell you if you're a healthy zombie ready to kick ass and take brains, or if you're about to make the transition from undead to just plain dead.

**HEALTH:** If your health decreases, brain juice drains out of the Stubbs icon at the lower left corner of your screen. Try snacking on some locals for a quick pick-me-up. Stubbs' body will regain health on its own as long as he's not in the middle of a fight, so if you're close to death you may want to find a hiding place and wait for your second wind. This indicator will change if your hand is detached or possessing someone. Possessed people do not regain health.

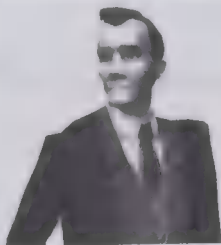
**WEAPONS:** Your four basic weapons are your head, gut grenades, hand and flatulence. Eating brains will help keep these weapons fully charged. When the head indicator is full and has a yellow halo, you can roll Stubbs' head. The number beside the stomach shows your available gut grenades (maximum of 3). When you possess a person who has a weapon, the weapon indicators will change to show that weapon's remaining ammo. If you possess an enemy armed with a laser, the indicator on the right will fill up to show how close the laser is to overheating. When the laser overheats, it won't fire; you'll need to wait until it cools before you can use it again.



# Who's Who In Punchbowl

## Andrew Monday

Everyone in America knows the story of the old farmer and his young daughter who found baby Andrew in a picnic basket by the side of the road, how his boyish curiosity propelled him to the forefront of technological innovation and the enviable position of world's richest man. Now he wants to give something back to the world. Punchbowl is his greatest triumph and a beacon guiding the rest of the world toward a better future. Mr. Monday will be available all day at various functions all around the city.



*Punchbowl visionary and all-around good guy, Andrew Monday.*

## Maggie Monday

Mrs. Monday has made a transformation almost as amazing as that of her son; from poor white trash to glamorous fashion model. You know her as the face - and voice - of countless Monday Industries products. She'll be making a special public appearance today at the Fertile Crescent greenhouse, introducing her signature line of designer fruit.



## Dr. Wye

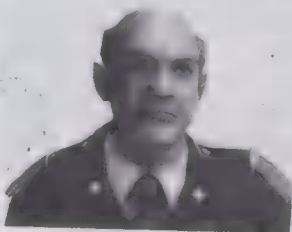
The best German export since Albert Einstein, Dr. Hermann Wye is responsible for many of the innovative technologies that make Punchbowl work. As head of R&D at Monday Industries, Dr. Wye was instrumental in bringing Andrew Monday's vision to life - right down to the Aggro-Gro fertilizer that keeps Punchbowl's grass so lush and green. Dr. Wye is not scheduled for any personal appearances, but keep your eyes on the skies and you may see him flying about on his personal jet pack!



Continued

### Police Chief T.S. Masters

Punchbowl has many automated safeguards against crime, but a modern police force still needs a human touch. That's why Andrew Monday hired famed crimefighter T.S. Masters to serve as Punchbowl's top cop. Chief Masters prefers to work behind the scenes, but he'll make a rare personal appearance as Supreme Chaperone at the Punchbowl High Sock Hop later this week!



# I WANT YOU

## TO JOIN MY MILITIA



CAN YOU OPEN YOUR EYES TO SEE THE  
CONSPIRACY AT WORK IN THIS CITY?

DO YOU FEAR THE RISE OF COMMIE TECHNO-  
FASCISTS LIKE MY IDIOT GRANDSON ANDREW?

ARE YOU WILLING TO STOP THE SOCIALIST  
MENACE AT HOME, AND FIGHT THEIR PENGUIN  
MASTERS ON VENUS?

THEN OTIS MONDAY AND THE  
QUAKER STATE IRREGULARS  
NEED YOUR HELP!

VISIT KNOBB CHEESE FARM,  
FIVE MILES SOUTH BY SOUTHWEST  
AS THE CROW FLIES.

THE PASSWORD IS "CORNHOLE."



PUNCHBOWL, PENN. POLICE DEPT.  
ATTN: Chief Masters  
RE: Opening Day Security Risks

#### CIVILIANS

**MEN** - We expect a mixture of tourists and locals, all dressed for the occasion - we expect to issue very few Improper Dress tickets. Men like these are generally unarmed and a threat to no one, though as the day goes on we may have a few instances where one or two of them grab some kind of blunt object after hitting the sauce a little too hard. Generally, however, we expect the men of Punchbowl to behave sensibly and create few disturbances.

**WOMEN** - Our public service messages seem to have had the desired effect; polls show 98% of adult females coming to Punchbowl's opening day plan to spend it at the Punchbowl 24-hour beauty salon. Apparently there's a tremendous interest in the vibro-bot manicure. Don't think we'll have any trouble here.

#### TEENAGERS

The traditional enemy of the police. Classes at Punchbowl High don't start for another few weeks, so the streets will be clogged with them. We're taking the appropriate precautions, to wit:

**BOYS** - We know they like fast cars, mary jane, goofballs, girls named Judy, and rebellion. The rowdiest of the bunch have been known to pick up crowbars and the like and smash a

window or two, but that's nothing a few thousand volts can't fix. Bots have been programmed to watch out for these young punks shoplifting and necking in the Punchbowl Mall.

**GIRLS** - The entire force has watched the instructional filmstrip "Estrus: Hormones of Death" and are fully aware of the dangers presented by these youngsters. Should any teenage girl in Punchbowl begin sobbing uncontrollably or otherwise carrying on, all officers are fully prepared to slap them back to their senses. It's possible that these wayward flowers may take up arms to protect the young buck they're dating, but this is regarded as a negligible threat.

#### **THE QUAKER STATE IRREGULARS**

These throwbacks haven't embraced any cultural changes in the last fifty years; rumor has it they still refuse to acknowledge Alaska and Hawaii as US states. Easily recognized by their mismatched wardrobe of farm gear and army/navy surplus. They carry a variety of aging weapons that only an idiot would actually try to fire; unfortunately, they're all idiots. Ranks in the militia seem to be assigned by weight.

**THIN MILITIAMAN** - These are usually the oldest and weakest members of the militia, but they're spry for their age and usually carrying some kind of musket.

**MEDIUM MILITIAMAN** - Slightly younger and thicker, some of these men have actually seen combat in Korea. As with all members of the militia, they're armed and dangerous.

**JUMBO MILITIAMAN** - No one's actually seen one of these, but there's a story going around the office that Otis Monday has some sort of giant mountain-men lumberjack types staying at his farm. Big enough to eat a side of bacon in a sitting, they say. Who knows if it's true?

That's the threat roundup in a nutshell. Here's how we're preparing to deal with it:

**BEAT COPS** - All beat officers will be on duty during opening day; in addition, we'll have roving officers in squad cars patrolling all areas of the city at all times. Every beat cop will be equipped with revolvers; some will be using the first batch of Dr. Wye's wrist communicators, which have a lovely taser built in. It's usually not fatal and therefore it should be a great way to keep teenagers in line.

**HIGHER RANKS** - The "desk jockeys" will man the station all day to make sure any perps are processed and imprisoned in a pinch. They'll be wearing their revolvers as well but I think we can safely say they won't have any occasion to use them.

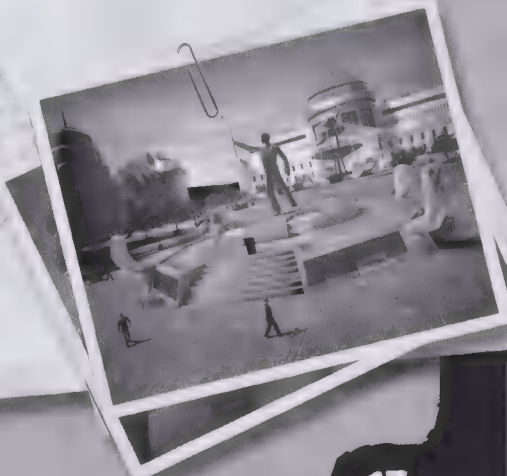
**RIOT COPS** - Our freshly trained riot squad will be standing by for the first day just in case. Originally we thought we would need them for crowd control at Punchbowl Stadium tonight, but the cancellation of the Freddy Feeley "Rock and Roll" concert has left them with nothing to do. Nevertheless, they will be fully equipped and suited up -



bulletproof vests, helmets, shields and nightsticks - just in case.

MR. MONDAY'S PRIVATE SECURITY TEAM - Mr. Skegness and his men operate outside police control, but we can safely assume they'll help us keep things in line. Mr. Monday apparently doesn't like having a team of bodyguards following him around Punchbowl; he feels it creates an impression that Punchbowl is unsafe. Consequently, Mr. Skegness has advised us that he and his team will be disguised in order to blend in with the surroundings.

ARMY - It's worth noting that Fort Gripweed is just up the road. Should something go horribly wrong, we could surely count on the support of the armed forces. They have tanks!



# SPELKONTROLLER

## FÖRFLYTTNING:

FRAMÅT	W
BAKÅT	S
HÖGER	D
VÄNSTER	A
HOPPA	MELLANSLAG
HUKA	C

## HANDLINGAR:

DRÄMMA TILL	VÄNSTER MUSKNAPP, Q, MELLANSLAG
ÄTA EN HJÄRNA	E
OHELIG VÄDERSPÄNNING	F
MAGGRANAT	HÖGER MUSKNAPP, X
HAND	H
HUVUD	G
ANVÄND/AKTIVERA	E
CENTRERA KAMERA	MITTERSTA MUSKNAPPEN, Z
ZOOMA (MED BESATT PERSON: PRICKSKYTAR I ARMEN ELLER GEVÄRSSKYTT I MILISEN)	MITTERSTA MUSKNAPPEN, Z

## FORDON:

STIG IN/STIG UR	E
AVFYRA PRIMÄRT VAPEN	VÄNSTER MUSKNAPP, Q, MELLANSLAG
AVFYRA SEKUNDÄRT VAPEN	HÖGER MUSKNAPP, X (ENDAST STRIDSVAGN)

## MENY:

BEKRÄFTA	ENTER
AVBRYT	ESC

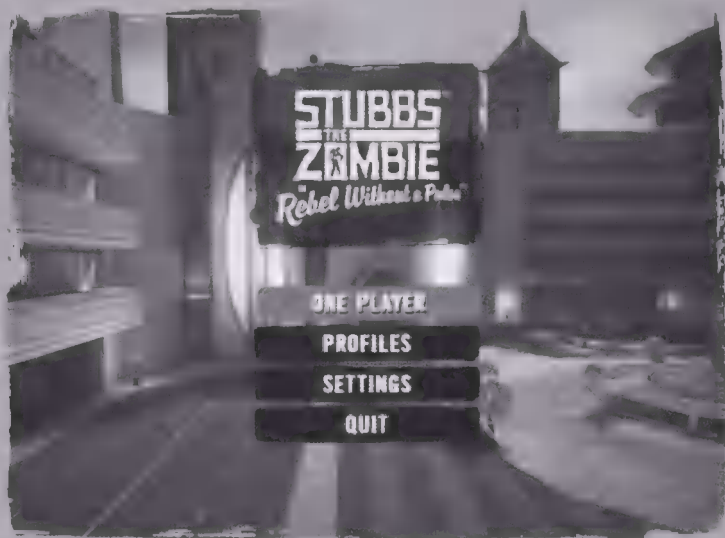


# KOMMA IGÅNG

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## INSTALLERA SPELET

1. Sätt i dvd-skivan *Stubbs the Zombie* i dvd-spelaren.
2. Välj Install (installera) i fönstret som visas. Om inget fönster visas kan du få fram det genom att öppna Den här datorn och dubbelklicka på dvd-skivans ikon.
3. Följ anvisningarna. Installationsprogrammet installerar spelet på datorn där du vill ha det.
4. Spela genom att dubbelklicka på genvägen som har lagts på skrivbordet eller välj Stubbs-ikonen på Start-menyn.



## HUVUDMENY

**One Player (en spelare)** – Med det här alternativet kan du sätta igång eller fortsätta med en omgång för en spelare.

**Profiler** – Ändra din profil.

**Settings (inställningar)** – På den här menyn kan du redigera eller ta bort profiler och ändra kontrollens inställningar.

**Quit (avsluta)** – Väljer du det här alternativet avslutas spelet och skrivbordet visas igen.

## VIKTIG INFORMATION OM GRAFIK OCH HUR DU FÅR STÖRSTA MÖJLIGA GLÄDJE AV SPELET:

I spelet *Stubbs the Zombie* används många renderingstekniker för specialeffekter så att spelet ska bli så njutbart som möjligt. Spelet utvecklades och testades huvudsakligen med grafik korten NVIDIA® GeForce™ FX serie 6 och 7 och det är bäst om du har grafik kortet NVIDIA GeForce 7. Har du grafik kortet GeForce 6800 eller ett bättre kort kan du aktivera alla NVIDIAS specialeffekter i högre upplösning.



# SPELET

Stubbs börjar på ny kula i hjärtat av Punchbowl i Pennsylvania. Han vet inte var han är. Han minns inte vem som dödade honom eller varför. Bara en sak är säker: Stubbs har förändrats och har fått nya krafter ... och en helt ny aptit på livet. Medan han vandrar omkring på gator i Punchbowl och söker efter svar och hjärnor kan han göra sådant som vanliga dödliga inte kan.

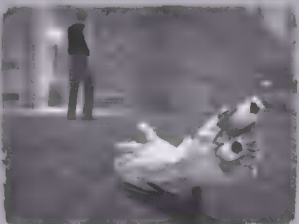
**ZOMBIESTYRKA:** För att vara en karl som har legat begravd i en torvmosse i nästan trettio år har Stubbs anmärkningsvärt starka muskler. Ju längre fram du kommer i spelet upptäcker du att Stubbs råstyrka ger tillgång till områden som egentligen borde vara omöjliga att ta sig in i. Gå bara fram till en dörr, ett fönster eller något annat hinder: om Stubbs kan slå sig igenom det visas en indikator på skärmen.



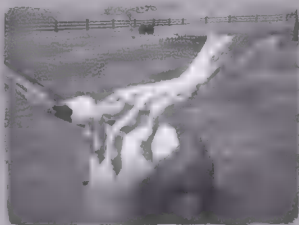
Med dina zombiekrafter kan du även slita armen av en fiende och använda den som slagträ. Det kan du bara göra på folk som bär hjälm efter att du har tröttat ut dem eller om du smyger dig på någon som du har slagit sanslös med din oheliga väderspänning. Närma dig din fiende och tryck på E-tangenten för att slita armen av honom.

**ZOMBIESPURT:** Likstelheten satte in för länge sedan, så Stubbs lufsar fram för det mesta. Men om du springer åt samma håll en stund sätter han in sin zombiespurt. Du slår inga världsrekord, men det går fortare än att gå.

**HANDEN:** Stubbs kan ta loss sin vänstra hand, kasta den och röra den som hade den ett eget liv. Handen är snabb, lättrorlig och går att offra; om den går förlorad eller krossas växer en ny ut. Armen är väldigt skör och sårbar, så det gäller att vara försiktig om den ska gå att använda. När du styr handen har du dessutom ingen kontroll över Stubbs, så det är viktigt att du gömmer dig någonstans innan du skickar ut handen på äventyr i världen. Förutom att det kan vara rysligt spännande att amputera delar av sig själv och förutom möjligheterna att utforska världen kan du även använda handen för att ta andra figurer i spelet i besittning.



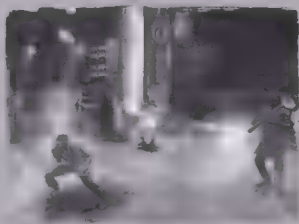
**BESATTHET:** Om du smyger fram med handen till en annan person och griper tag om hans huvud blir han besatt och du får tillgång till hans vapen och andra egenskaper. Eftersom hans vänner inte alltid märker att han är besatt är det ett perfekt sätt att gå till smygangrepp. En grupp arga milissoldater kan försvinna på ett kick om Stubbs använder handen för att ta en av dem i besittning och vänder vapnen mot dem.



**MAGGRANAT:** Kroppsliga bihang är inte de enda kroppsdelar som Stubbs kan skaffa nya av. Har Stubbs bara tillräckligt mycket hjärnvätska kan han skaffa sig nya inre organ, som är väldigt explosiva. Maggranaten exploderar efter bara några sekunder eller går att detonera från håll genom att dra i utlösaren en gång till. Granaten fastnar på fienden om den träffar.



**OHELIG VÄDERSPÄNNING:** Med en diet som bara består av människohjärnor är det inte förvånande att Stubbs behöver lätta på trycket ibland. Förutom att färgen lossnar från väggarna och att djuren på bondgårdarna steriliseras av prutten sätts alla i området ur stridbart skick medan de desperat kippar efter andan. Fisangreppet skadar även fiender som befinner sig i närheten av Stubbs.



**SLEMHUVUD:** Stubbs kan dra av huvudet från kroppen och rulla det som ett bowlingklot. Det är inte helt runt, så det krävs skicklighet för att använda det. Varför ska du riskera att tappa huvudet? Eftersom det kan slå omkull folk och spotta dödsbringande zombieslem på alla som det rullar förbi, infektera dem och förvandla dem till zombier. Efter en viss tid exploderar huvudet med en kraftigare smäll än maggranaten. Huvudet går även att detonera innan dess genom att trycka på X-tangenten en gång till.

# PELIOHJAIMET

## LIKKUMINEN:

ETEENPÄIN	.W
TAAKSEPÄIN	.S
OIKEALLE	.D
VASEMMALLE	.A
HYPPÄÄ	.VÄLILYÖNTI
KYYRISTYY	.C

## TOIMINNOT:

PYYHKÄISYHYÖKKÄYS	.HIIREN YKKÖSPAINIKE, Q, VÄLILYÖNTI
SYÖ AIVOJA	.E
JUMALATON ILMAVAIVA	.F
SISÄLMYSKRANAATTI	.HIIREN KAKKOSPAINIKE, X
KÄSI	.H
PÄÄ	.G
KÄYTTÄÄ/AKTIVOI	.E
KESKITTÄÄ KUVAKULMAN	.HIIREN KESKIPAINIKE, Z
ZOOMAA KUVAKULMAA (KUN RIIVATTUNA ON:	
SALA-AMPUJA TAI KIVÄÄRIMIES)	.HIIREN KESKIPAINIKE, Z

## AJONEUVO:

SISÄÄN/ULOS	.E
AMPUU YKKÖSASEELLA	.HIIREN YKKÖSPAINIKE, Q, VÄLILYÖNTI
AMPUU KAKKOSASEELLA	.HIIREN KAKKOSPAINIKE, X (VAIN TANKKI)

## VALIKKO:

VAHVISTAA	.ENTER
PERUUTTAA	.ESC



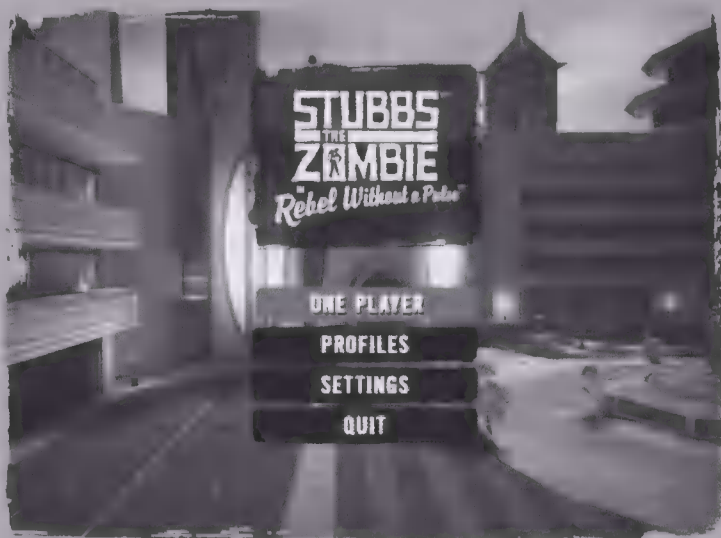
# PELIN ALOITTAMINEN

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## PELIN ASENNUS JA ASETUSTEN MÄÄRITYS

1. Aseta *Stubbs the Zombie* -DVD-levy DVD-ROM-asemaan.
2. Valitse Install (Asennus) avautuvassa ikkunassa. Jos ikkuna ei avaudu, voit tuoda ikkunan esiin valitsemalla Oma tietokone ja kaksoisnapsauttamalla Stubbs DVD -kuvaketta.
3. Noudata näyttöön tulevia ohjeita. Asennusohjelma asentaa pelin tietokoneeseen määrittämäsi hakemistoon.
4. Aloita peli kaksoisnapsauttamalla työpöydälle luotua pikakuvaketta tai valitsemalla Stubbs-kuvake Käynnistä-valikossa.





## MAIN MENU (PÄÄVALIKKO)

**One Player (Yksinpeli)** – Aloita yksinpeli tai jatka yksinpeliä.

**Profiles (Profiilit)** – Muokkaa pelaajaprofiilia.

**Settings (Asetukset)** – Valikossa voi muokata tai poistaa profiileja ja muuttaa ohjainasetuksia.

**Quit (Lopeta)** – Tällä vaihtoehdolla voit lopettaa pelin ja palata työpöydälle.

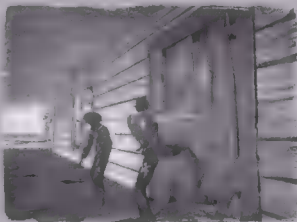
## TÄRKEÄ HUOMAUTUS: GRAFIIKKA JA PARAS MAHDOLLINEN PELIKOKEMUS

Stubbs the Zombie -pelin erikoistehosteissa on käytetty monia renderointitekniikoita parhaan mahdollisen pelikokemuksen tarjoamiseksi. Peli kehitettiin ja testattiin ensisijaisesti NVIDIA® GeForce™ FX, 6 Series- ja 7 Series -grafiikkakorteilla, joten paras pelikokemus saavutetaan NVIDIA GeForce 7 Series -grafiikkakorteilla. GeForce 6800 -korteilla tai tehokkaammilla korteilla on mahdollista ottaa käyttöön kaikki pelin NVIDIA-erikoistehosteet tavallista suuremmalla näyttötarkkuudella.

# PELIN PELAAMINEN

Stubbs aloittaa uuden elämänsä Punchbowlin kaupungissa Pennsylvaniassa. Hän ei tosin tiedä olipaikkaansa. Hän ei muista, kuka surmasi hänet ja miksi. Vain yksi asia on varmaa: Stubbs on muuttunut mies, jolla on uusia kykyjä... ja haluja. Punchbowlin katuja vaeltaessaan vastauksia ja aivoja etsien Stubbs pystyy moneen sellaiseen, mihin tavalliset kuolevaiset eivät pysty.

**ZOMBI-VOIMA:** Mieheksi, joka on maannut mullan alla jo lähes 30 vuotta, Stubbs on yllättävän vetreä. Pelin edetessä huomaat, että raakaa voimaa käyttämällä Stubbs pystyy murtautumaan alueille, jotka olisivat muuten hänen tavoittamattomissaan. Kävele oven, ikkunan tai muun esteen luo. Jos Stubbs pystyy murtautumaan sisään, näkyviin tulee osoitin.



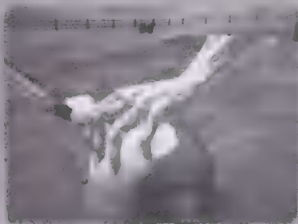
Zombi-voimalla pystyy vaikka repimään viholliselta käsivarren ja käyttämään sitä pesäpallomailana. Zombi-voimaa voi käyttää vain kypäräpäisiin vihollisiin, kun Stubbs on piessyt ne uuvuksiin, tai takaapäin, kun Stubbs on tainnuttanut vastustajan ilmavaivahyökkäyksellä. Lähesty vihollista ja revi sen käsivarsi irti painamalla E-näppäintä.

**ZOMBI-PYRÄHDYS:** Kuolonkankeus iski Stubbsiin jo aikapäiviä sitten, joten hän liikkuu tavallisesti hitaasti laahustaen. Jos juokset samaan suuntaan tarpeeksi kauan, Stubbs pystyy tekemään zombi-pyrähdyksen. Sitä ei voi oikein kutsua pikajuoksuksi, mutta on se nopeampaa kuin kävely.

**KÄSI:** Stubbs voi irrottaa vasemman kätensä, heittää sen ja liikuttaa kättä täysin itsenäisesti. Käsi on nopea, ohjailtavissa ja korvattavissa. Jos käsi katoaa tai tuhoutuu, Stubbs voi kasvattaa uuden. Käsi vahingoittuu helposti ja on erittäin altis hyökkäyksille. Siksi kättä on käytettävä vaiivikkaa. Kättä ohjatesaan pelaaja ei voi ohjata Stubbsia. Siksi on tärkeää piilottaa Stubbs johonkin syrjäiseen nurkkaan ennen käden lähettämistä maailmalle. Itseamputaation lyhytkestaisen riemun ja ympäristön tutkimisen lisäksi kättä voi käyttää pelihahmojen riivaamiseen eli haltuun ottamiseen.



**RIIVAUS:** Jos onnistut siirtämään käden vaivihkaa jonkun pelihahmon taakse ja tarrautumaan tämän takaraivoon, Stubbs ottaa henkilön haltuunsa ja pääsee käyttämään tämän aseita ja muita kykyjä. Riivattujen hahmojen ystävät eivät aina huomaa kaverinsa olevan riivattuja. Tällöin he ovat oivallisia kohteita yllätyshyökkäykselle. Stubbsia takaa-ajavasta vihaisesta miliisijoukosta voi tulla hetkessä historiaa, jos Stubbs riivaa kädellään jonkun miliiseistä ja käyttää tämän asetta muita miliiseitä vastaan.



**SISÄLMYSKRANAATTI:** Raajat eivät ole ainut ruumiinosa, jonka Stubbs pystyy kasvattamaan takaisin. Jos Stubbs saa riittävästi aivomehua, hän voi kasvattaa takaisin myös sisälmyksensä, jotka ovat yllättävän räjähdysherkkiä. Sisälmyskranaatti räjähtää muutamassa sekunnissa tai sen voi räjäyttää etäältä vetämällä laukaisijasta toistamiseen. Kranaatti kiinnittyy vihollisiin osuessaan.



**JUMALATON ILMAVAIVA:** Pelkistä ihmisaivoista koostuvan ruokavalionsa ansiosta ei ole mikään ihme, että Stubbsilla on välillä ilmavaivoja. Stubbsin pierut saavat maalin tippumaan seiniltä, mutta on niistä muutakin hyötyä. Vaikutusalueella olevat lamaantuvat ja jäävät haukkomaan henkeään. Ilmavaivahyökkäys myös vahingoittaa Stubbsin lähellä olevia vihollisia.



**MÄTÄPÄÄ:** Stubbs pystyy repäisemään päänsä irti ja heittämään sitä kuin keilapalloa. Pää ei ole aivan pyöreä, joten sen hallinta vaatii harjoittelua ja huolellisuutta. Mutta kannattaako päätä edes menettää? Kannattaa, sillä vierivä pää ei sammaloidu. Sillä voi myös kaataa vastustajat ja sylkeä tappavaa zombilimaa, joka tartuttaa ja muuttaa viholliset zombeiksi. Lopuksi heitetty pää räjähtää ja aiheuttaa enemmän vahinkoa kuin sisälmyskranaatti. X-näppäintä toistamiseen painamalla pään voi räjäyttää myös etäältä, ennen kuin se räjähtää normaalisti.

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**MUSIC****"Lollipop"**

Written by J. Dixon & B. Ross  
 Published by Edward B. Marks Music  
 Company - Performed & Produced  
 by Ben Kweller - Engineered by  
 David Rolfe - Recorded at Bruce's  
 Garage - Vocals & Guitar by Ben  
 Kweller - Vocals & Bass Guitar by  
 Josh Lattanzi - Bass Vocals & Drums  
 by John David Kent - Sugar by Jason  
 Roberts - Lollipop Pops by Bruce  
 Witkin - Courtesy of ATO Records /  
 RCA Music Group

**"Earth Angel"**

Written by J. Belvin / G. Hodge /  
 C. Williams - Published by Embassy  
 Music Corporate - Performed &  
 Produced by Death Cab for Cutie -  
 Recorded at Robert Lang Studios,  
 Seattle - Engineered & Mixed by  
 Chris Walla - Assistant Engineer:  
 Justin Armstrong - Courtesy of  
 Barsuk

**"Mr. Sandman"**

Written by P. Ballard - Published by  
 Edwin Morris & Co. - Performed by  
 Oranger - Matt Harris: Drums,  
 Theremin, Vocals, Bass - Mike  
 Trake: Guitars, Vocals, Bass -  
 Recorded & mixed by Matt & Mike  
 at Plymouth Sounds, San Francisco -  
 Theremin appears courtesy of Reiko

**"Lonesome Town"**

Written by T. Baker-Knight -  
 Published by EMI - Performed &  
 Produced by Milton - Recorded at  
 Ramble Creek Studios,  
 Austin, TX by Britton Beisenhorz

**"My Boyfriend's Back"**

Written by B. Feldman / J. Goldstein /  
 R. Gottschewer - Published by EMI -  
 Performed by The Ravenettes -  
 Courtesy of Columbia Records by  
 arrangement with Sony Music  
 Licensing

**"There Goes My Baby"**

Written by J. Leiber/ M. Stoller / L.  
 Patterson / G. Treadwell/ B. King -  
 Published by Leiber & Stoller Songs,  
 Inc. - Performed & Produced by The  
 Walkmen - Recorded at Marcata  
 Recording - Courtesy of Record  
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(€ 0,62/Min. aus dem Festnetz der DTAG)  
für **spielinhaltliche** Fragen  
(24 Stunden erreichbar; Mo.-Fr. von 16-20 Uhr  
mit persönlicher Betreuung)

Tel. 0 18 05 - 60 55 11

(€ 0,12/Min. aus dem Festnetz der DTAG)  
für **technische** Fragen  
(Mo.-Fr. von 16-20 Uhr mit persönlicher Betreuung)

Fax. 01 90 - 50 55 12

(€ 0,62/Min. aus dem Festnetz der DTAG)  
Lösungshilfen per Fax-Abwurf  
(erreichbar 24 Stunden täglich)

Internet: <http://www.thq.de/support>  
(Online-Formular für schriftliche Anfragen)

## ESPAÑA

Correo: THQ Interactive Entertainment España S.L.U.,  
Avenida de Europa 19, Edificio I 1º B,  
Pozuelo de Alarcón, 28224 Madrid, ESPAÑA,  
Tf. 91799 19 90 (De Lunes a Viernes de 10:00 a 13:30  
horas y de 16:00 a 18:00 horas)

Internet: <http://www.thq.es>

El precio de la llamada es el precio de una llamada convencional sujeto a los precios establecidos por cada compañía telefónica.

## FRANCE

Trucs et astuces : 08 92 68 24 27 (0.34 € la minute)

## ITALIA

È inoltre possibile accedere al nostro  
Servizio Assistenza Tecnica  
on-line compilando un semplice form:  
<http://www.halifax.it/assistenza.htm>

Tel. 0 24 13 03 45

(Dal lunedì al venerdì, dalle ore 14 alle ore 19)

E-mail: [assistenza@halifax.it](mailto:assistenza@halifax.it)

tariffa urbana per chi chiama da Milano; interurbana per chiamate provenienti da altri distretti

## NEDERLAND

Als je technische problemen met dit spel ondervindt,  
kun je contact opnemen met de technische helpdesk  
in Groot-Brittannië:

Telefoon

+44 (0) 870 608 0047

(nationale/internationale telefoontarieven  
zijn van toepassing)

ma - vr 08:00 tot 17:00 GMT, za - 09:00 tot 17:00 GMT

## ÖSTERREICH

Tel. +49 - 1805 - 70 55 11 (Auslandstarif)

für **spielinhaltliche** Fragen  
(24 Stunden erreichbar; Mo.-Fr. von 16-20 Uhr  
mit persönlicher Betreuung)

Tel. +49 - 1805 - 60 55 11 (Auslandstarif)

für **technische** Fragen  
(Mo.-Fr. von 16-20 Uhr mit persönlicher Betreuung)

Internet: <http://www.thq.de/support>  
(Online-Formular für schriftliche Anfragen)

## PORTUGAL

Informações de Jogos, Truques e Dicas,

liga: 256 836 273

(Número sujeito ao tarifário normal da Portugal Telecom)  
[apoioaoconsumidor@ecofilmes.pt](mailto:apoioaoconsumidor@ecofilmes.pt)

HORÁRIO DE FUNCIONAMENTO das 17:00h às 19:00h  
Todos os dias úteis

SERVIÇO DE ASSISTÊNCIA TÉCNICA

Liga: 707 236 200

HORÁRIO DE FUNCIONAMENTO das 14:00h às 17:30h  
Todos os dias úteis. Número Único Nacional,  
0,11 € por minuto

## SUISSE/SCHWEIZ/SVIZZERA

Tel. +49 - 1805 - 70 55 11 (Auslandstarif)

für **spielinhaltliche** Fragen  
(24 Stunden erreichbar; Mo.-Fr. von 16-20 Uhr mit  
persönlicher Betreuung)

Tel. +49 - 1805 - 60 55 11 (Auslandstarif)

für **technische** Fragen  
(Mo.-Fr. von 16-20 Uhr mit persönlicher Betreuung)

Internet: <http://www.thq.de/support>  
(Online-Formular für schriftliche Anfragen)

## UK

Telephone: +44 (0) 870 608 00 47

(national/international call rates apply)

(Mon - Fri 08:00 to 19:00 GMT, Sat - 09:00 to 17:00  
GMT)

Online:

Register your game at [www.thq.co.uk](http://www.thq.co.uk)  
for FAQs and full online support



# STUBBS™ THE ZOMBIE

IN  
*Rebel Without a Pulse™*



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